the POLYHEDRON newszine

Issue #8

TSR RPGA™

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ESP

by Mary Kirchoff

Lots of changes going on in the RPGA™ Network, not the least of which is the look of the POLYHEDRON™ Newszine. Lots of new things. I, for instance, have stepped out from behind the protective cover that print provides with a new regular column — *Editorial Statement and Prospective*. From my prospective, this is the best POLYHEDRON Newszine issue ever, at least until the next one. Let me show you why .

Maria, Big Bernie and Lefty, that calm but wary trio on our front cover are the subjects of the POLYHEDRON's first *Encounters* page. Sprung from the fertile immagination of TSR's own James M. Ward, *Encounters* is simply a one page discription of each issue's cover art — use them to try out new character classes, test problems, or incorporate them into your own campaigns.

This issue concludes our interview with Mike Carr, author of the FIGHT IN THE SKIES™ game, and its revision, DAWN PATROL™ game. For those of you who are novices of the FIGHT IN THE SKIES game, Mike outlines the how to's, and for those TOP SECRET®game enthusiasts, Mike discusses the where from's. Don't miss artist Jim Holloway's inspired portrait of Mike, either.

Witness the return of the long awaited conclusion to Michael Brunton's *Figure Painting*. The article, reprinted from the D&D® Players Association Newsletter (our counterpart in the UK) gives vital advice on how to paint successfully. Of special interest to those who paint figures is the RPGA Network special offer from FLOQUIL POLLY-S.

Kim Eastland, the new RPGA Network Coordinator has added his own literary talents to the list of POLYHEDRON Newszine features. *Nerd's Quest* is the continuing saga of librarian Reiga Nerd and his pun-dropping cohorts. Kim has also contributed a set of runes found encircling a doorway in a dungeon — decipher them quickly, there is something behind you in the corridor.

Mark Acres, the designer of the GANGBUSTERS™ game gives an outline of this new TSR role playing game. And in our regular columns, *Spelling Bee, Notes for the DM* and *Dispel Confusion*, Frank Mentzer discusses DM strategy, and spellcasting components.

And finally, Kim Eastland gives his first address as RPGA Network Coordinator — a State of The Association address you might say.

See for yourselves . . . — MK

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POLYHEDRON™

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LETTERS

Letters may be sent to "Editor, POLYHEDRON™ Newszine", c/o RPGA™ Network HQ.

"What should I do about problem characters who always think that they are hot stuff (other than kill them)?"

— Dave Sayers, Demotte IN

The question of "hot shots" is intriguing. How about it, you referees and players? How do you handle arrogant, troublesome types short of "wiping them out"? Those types tend to run into high-level NPC's in my world and learn humility real fast. How about in your world? — KE

"I enjoy reading the newsletter when it comes. I would be interested in seeing a section of the newsletter for classifieds. This would be used as a communications medium for subscribers and members to be able to advertise something. I think that this would be a large benefit to both the newsletter and readers alike."

— Bruce Rothenberg, West Islip, NY

The subject of classifieds usually comes up at one time or another with our type of newszine. The trouble is how to monitor the validity or quality of what is being advertised. If someone gets "ripped off" or there is a misunderstanding between two members, is The POLYHEDRON™ Newszine or the RPGA™ Network Coordinator supposed to intervene? No, overall it could become really messy. DRAGON™ Magazine tried it back in 1980 and it did not get a worthy response at all. Not to mention the fact that to list the classifieds would require a small fee which would mean accepting advertising, and we really don't want to do that. If we did we'd lose space and you'd be innundated with "hype," and after hearing all of the commercials and ads you normally do, we know that you appreciate a newszine free of this "persuasion." — KE

"I'm sending a few comments on how the RPGA™ Network is doing. Unfortunately I feel that the answer is "not too well!

"The newsletter, though somewhat small, is of quite good quality but it sure would be nice to receive it on a regular basis. I know that it's hard for a new organization, but I am renewing without having received all four of the promised newsletters for the first year.

"We also have not received the promised directory of clubs and directory of gamers. One and a half sheets is hardly a directory.

"I (as my friends are) am renewing to give you guys a second chance. I think the theory of the RPGA™ Network is great, but unless you shape up, don't expect as many renewals next year. Thank you."

— Gary Dean,
Carrot River, Saskatchewan, Canada

Thank you for your concern and trust in us, Gary. Instead of giving excuses, let me tell you what's on tap. As you most likely know (unless you're a new member), we caught up in our issues last summer. Mary Kirchoff, POLYHEDRON™ Newszine Editor, worked her fingernails off but they were all completed (and very nicely done, too). Past this point we expect to stay on schedule with the newszine. The flood of new members has slowed us down a mite, but we are processing the packs as fast as possible. More information will be coming to you next issue concerning new projects, including the ***New Club Drive****. This is one of the reasons that the Club Directory has not been released. It will be released this winter. The members list will also be done in the winter so we can list all of the new members picked up at the conventions. You'll see, Gary, that your renewal was definitely not in vain as we bring you more this year than hoped for. — KE*

The RPGA™ Network has sadly revived the Rabbit — our "late things" column. The Rabbit is Dead — "short" live the Rabbit.

WHITE RABBITS

Canadian Members: Please make all payments to the RPGA™ Network in American funds only. We will bill any exchange difference to you if you insist on paying in Canadian money.

Check bouncers: When the RPGA™ Network receives a returned check from the bank for any reason, we get stung $10.00 per check. If we notify you that a check was rejected for payment, we will ask for the amount plus $10.00 to cover the fee charged us by the bank. Further, we will request that the payment by made by money order or cashier's check.

Other billing procedures: If your payment is short due to postage, we will ship the merchandise to you but we'll include a notice which will require you to pay the difference before purchasing further merchandise. We do maintain records of these transactions.

Renewals: Members will receive a renewal notice from us at least a month before your membership ends. We cannot give any grace period on memberships, so please renew promptly.

Tournament news flash: The UALR gaming group from Little Rock, Arkansas is sponsoring a tournament under the auspices of Clyde Scott.

WHERE: University of Arkansas Little Rock Campus.
WHEN: November 13-14.
FEE: $2.00 per person. **RPGA™ Network members free**.

Missing and presumed gaming:
Larry Bragg Jr., Greenfield, IN
John James McInnes, FPO NY
Mikel Wayne Hess, Great Lakes, IL
Chaw Kim Choo, New York, NY
Steve Benifold, Forest Park, GA
Bill Evans, Nashville, TN
James J. Casey, Great Lakes, IL

If you know any of these members, please tell them to submit a Change of Address. We can't locate them, and the Post Office keeps returning their mailings to us. Thank you. — BH

The POLYHEDRON™ Newszine presents the conclusion of a two-part interview with TSR Hobbies Inc. executive Mike Carr, author of the FIGHT IN THE SKIES™ Aerial Combat Game.

HQ: How long does an average FIGHT IN THE SKIES™ game last?

MC: A game can last, depending on the number of players, anywhere from 30 minutes to as long as 2 hours.

HQ: That's all?

MC: Yeah. An occasional barn-burner will go toward the 3-hour mark, but that's unusual.

HQ: Is there a Dungeon Master equivalent?

MC: No; if the players are skilled enough and know the game, they can conduct their own air battles, figure their experience and monitor their pilots on their own.

HQ: How do each of these players interact with each other as a group then, if they're determining their own actions?

MC: Well, when a particular game is set up, the players dice off into sides — German side versus Allied side, — the interaction starts when they choose their pilots. Those pilots check the rosters to see which pilots of those nationalities are available for the types of aircraft that are chosen. Then, generally, the most experienced pilot personality, the fictional character, that is, becomes the Flight Leader and will then lead that group into combat. And then it becomes a team flying situation, where not only is each player trying to succeed in downing the enemy, but they're trying to cover their wingmen and respond to the situations that develop. All sorts of things can happen — from gun jams to critical hits, to engines being on fire and possibly exploding, and pilots bailing out. The surviving pilots gain a mission plus any kills that they may have scored in the battle, and that goes toward the accumulation of experience. And then, if something extraordinary has happened, or a pilot is experienced enough, there's a chance to win awards, medals, and commendations.

HQ: What do experience points do for a character?

MC: Just as in real life, the more experienced fliers and airmen gain better shooting ability, better abilities to tail their opponents in combat, better chances to gain the initiative in battle, and so on.

HQ: Bill Hoyer asked about a Cross and Cockade Society that he, as a FIGHT IN THE SKIES™ player, would be interested in knowing more about.

MC: Yes. The Cross & Cockade Society is a group of WWI aero-historians — it's really open to the general public. It was formed in 1960, and every year since then has published quarterly excellent scholarly journals on World War I aviation.

HQ: Do these journals give you ideas about FIGHT IN THE SKIES™ game scenarios?

MC: Sometimes, yes. Collectively the twenty-plus editions of the Journal form a real wealth of information and historical data on WWI aviation.

HQ: When you sit down to design a scenario do you take it out of a campaign, do you think "Gee, that really worked out well?"

MC: Well, I like to start from scratch, but just as in the design of anything, you need a good idea as your basis, and you grasp upon a good idea usually after examining and discarding other ideas which are not so good. I like to do game design as a hobby now since I do not do that as a full-time job as I once did. I enjoy doing things for the TOP SECRET® game. TOP SECRET game players are probably familiar with the "RapidStrike" module that Corey Koebernick and I co-authored, and another one entitled "Lady in Distress" which is currently in preparation for publication within the next few months.

HQ: What was your part in the development of the TOP SECRET® game?

MC: Merle Rasmussen is the author of the TOP SECRET® game. He brought the game to TSR, really, in its earliest form, and it was a very programmed-type of game. I saw that it had really great potential. I was instumental in the acceptance of the game by TSR, and Allen Hammack did a lot of the editing work related to the publication. Of course, Merle Rasmussen is the guy behind the TOP SECRET® game, and remains really the foremost of Administrators.

Al Hammack and I, as some of the first TOP SECRET game devotees at TSR — have been promoting the idea of a TOP SECRET game expansion, or Book 2, or a followup game which would give more weapons, more bureaus, more equipment etc.

HQ: What do you mean that the TOP SECRET® game in its intial phases was "programmed?"

MC: Well, when Merle first conceived the game, he presented it in more of a programmed fashion. There was not the emphasis on role playing, and the freedom of actions and options that exist now; it was more of a flow chart type of arrangement. But still you could see that it was, even in that form, a great idea for a game, and role playing being what it is, espionage and spy settings are ideal.

Another advantage the TOP SECRET® game has is that it's set in the modern day. It's something that each of us, living in the 1980's, can identify with. The gadgets and the political climates are things that are easily accessable to us to learn about. I'd urge TOP SECRET® players to delve into world affairs and current politics — they don't even have to more than scratch the surface to come up with a wealth of ideas.

HQ: What do you play these days?

MC: Actually, I don't have as much time to game as I would like. We do play FIGHT IN THE SKIES™ games fairly regularly — we try to have a game or games every week or two. Twelve of us at TSR are playing Computer Baseball, which is a very enjoyable game played on home computers, and we've just recently completed a 48 game season,

and we're preparing for the World Series. I clinched the pennant in my division as the "Durango Outlaws" from Durango, Colorado. I sometimes enjoy an occasional game of another sort, and Corey Koebernick and I try to meet every Wednesday night to work on our TOP SECRET® tournament module.

I enjoy spectator sports, such as college football, professional baseball, auto racing, and hockey. And catching a flick.

HQ: It is a well-known fact that literacy as we know it is dropping. Any role playing game that I've seen requires some intelligence and degree of literacy just to understand the rules, much less play it well. If this trend is correct, what hope is there for role playing?

MC: I think that the beauty of most role playing games is that with a skilled game master, ANY individual, regardless of their own background, reading ability, or level of intelligence can step in and play! Now it's true that if you're going to become a good game master or go from a novice player to skilled player, you are going to have to make a real effort to learn the nuances of whatever particular role playing game that you're participating in.

Role playing games have unquestionably increased reading abilities. They've increased learning opportunities for people of all ages, and I think a lot of times these games, because of their special appeal, inspire their players to go and learn more about it.

HQ: The role playing game as a doorstep to knowledge?

MC: I would say very definitely. All games are, but even more so the role playing games.

HQ: What about the future? Where is TSR Hobbies Inc. going from here?

MC: Well, TSR has defined its corporate mission rather broadly as wanting to expand in the leisure time field, and that's certainly not limited to games. TSR sometimes suffers from people making the comments that 'TSR's doing this, or TSR's doing that, and they may be abandoning gamers", and I'd certainly like to put that misconception to rest in the fact that TSR wants to do more and bigger and better things for gamers, as well as for hobbyists and for any number of people who enjoy leisure time activities. Our acquisition of a craft company is a good example, where we're going to promote our philosophy and hopefully our regard for quality products into a new field.

I'd also like to say that the people who have put us on the map are the people who play and enjoy our games. It's been very gratifying to produce games for them. The enthusiam that they show for our products has been fantastic. It provides all of us with a satisfaction that you can't get any other way.

HQ: What does Mike Carr see?

MC: Well, in the future I hope to continue as a part of TSR, and its many activities, and I also would like to continue to design a game or module or whatever as time permits. Like all good designers, I've got lots of ideas that I just need some time to put down on paper, and that's what I look forward to doing. I lament that there is not enough time to do more designing, but I suppose if I did it all the time, some of the novelty would wear off.

I look forward to continuing in the hobby and doing more things, and trying more new games. You never know what's coming next, and there's lots of fun things out there that haven't even been conceived yet.

HQ: Has exposure to gaming, through designing and creating ruined it for you in any way?

MC: No, not at all.

HQ: It'd be like seeing the backdrops of Disneyland; sometimes it takes away the magic.

MC: No; no, — as Shakespeare said, "the game's the thing," and it still is. If it's a topic that interests you, then certainly you can enjoy participating in it, and exploring all the options. A game is a very interesting creation; it's not quite like a book, it's not quite like a song, and it's not quite like anything else. It's something that each person explores, and if it's a good game, it's different every time you play it. You never tire of it, and that's why role playing games are popular, and that's why we still enjoy playing the FIGHT IN THE SKIES™ and DAWN PATROL™ games, y'know, even 13, 14 years after it first began, because there's still that magic.

Now, we certainly don't want to play games in ALL of our spare time, because there's other fun things in life besides games. But it's still very enjoyable. And I look forward to next Saturday night's game of — whatever. Because I know it's going to be fun.

HQ: What I find most astounding about role playing games is that when you sit down and think, "wait a minute, I can make this guy do this, and this," it makes you very aware of how many options there are in the REAL world.

MC: That's definitely true; I think people who play role playing games learn very soon that they have lots of different alternatives and courses of action, and the fun part of gaming is that they can do some of the crazy and off-the-wall options that they would never do in real life. Nonetheless, the lessons that are learned as a role playing game participant are certainly going to help people in their own life situations. That's a very general statement, but I think it's true.

HQ: How old are you now?

MC: I'm 30.

HQ: And you were born when?

MC: In St. Paul, Minnesota, 1951. I attended Macalester College in St. Paul, majored in history, studied to be a teacher. From there I went into the restaurant business as a manager trainee, and now I'm in the games business. So that just goes to show that what you study in college is not necessarily what you'll end up with.

I certainly have no regrets, and it's as fun today as it always has been. I'm enjoying my association with TSR and being a part of this hobby.

HQ: Thanks again for writing the articles in the past newsletters, — they've been well received. Will you do some more for us in the future?

MC: Maybe. Someday. When time permits.

HQ: Well, thank you Mike Carr.

MC: My pleasure.

ENCOUNTERS

by James M. Ward

"Encounters" is a new addition to the POLYHEDRON™ feature columns — it is a one page encounter description of each issue's cover art depicting a TSR role playing game. They may be used by referees to interject something unusual into their games or playtest problems on their players, or by players who want to explore different character classes.

The scenario

Tom O'Donahur had been a beat cop for two years. He liked the job and he was good at it. There were times, however, when he didn't enjoy the things he had to do. He'd heard the shooting and used a Call Box to send for help, but the Little People alone knew when that was coming. He turned the corner to find wrecked cars all over the place and the three of them sitting calm as you please on a car that had more holes in it than a piece of swiss cheese.

He pulled out his trusty .38, but on one side of the car stood a Tough with a tommy gun and on the other a pretty girl with a derringer in her hand. Using the turned cars for cover, he got as close as he dared and called to them to drop their weapons. This was going to be one of those days . . .

Characters

TOM O'DONAHUR — patrolman, foot
Level 2 Police Officer
MS:58, AG:79, OB:72, DR:68, PR 3, LK:50, HP:19
Weapons: .38 revolver in a belt holster, nightstick, whistle

MARIA KIRCHINETTI — Big Bernie's gun moll (age 22, Sicilian)
Level 1 Criminal
Record: None
MS:41, AG:78, OB:38, DR:56, PR:8, LK:47, HP:20
Weapons: .22 Derringer (two shot)

Maria has been with Big Bernie for years and is sort of bored with it all. She seeks situations like this for the thrill of it. She is the most likely one to begin battle, but thinks Tom is cute.

BIG BERNIE — Syndicate Boss (age 32, Irish)
Level 3 Criminal
Record: None
MS:77, AG:46, OB:62, DR:54, PR:9, LK:06, HP:18
Weapon: .44 revolver in a shoulder holster.
Carries $3,000 in big bills.

Bernie is holding the tommy gun, but knows there are no bullets in the thing. He will try to bluff his way out of the situation by approaching the policeman from around the fallen car to talk.

LEFTY FINGERS O'MALLEY — Second-in-Command (age 39, Irish)
Level 5 Criminal
Record: Frank O'Malley. Wanted in England and Poland for Extortion, Pillaging, and Dog Napping. Served 5 years in State Penitentiary.
Aliases: Dave the Cracker Johnson, Babyface Jim Drawsinski, and Norvel Thwackerman.
Weapon: .38 revolver in his coat pocket and blackjack in side pocket.
Carries $95.00 in small bills.

Referee's section

The three will calmly talk to the policeman from their car and claim self defense. They will not allow themselves to be stripped of weapons and will fight it out with the patrolman. The tommy gun is out of ammunition but may be used to bluff. Naturally, help will not come until the referee decides one side or the other needs it.

It is perfectly possible for either party to talk their way out of a direct confrontation; the referee should encourage Maria, Bernie, and Lefty to do so. Tom should avoid battle because of the 3 — 1 odds and hope that help will come.

If all else fails and it comes to shooting, turn to the "Gunfight modifiers table" in your GANGBUSTERS™ game. We will assume that Tom is behind an overturned car with only his head and gun hand showing. The three are in plain sight, and Bernie is the only one with an unusuable weapon.

Because Tom is behind cover, the others must subtract 30 percentage points from their "chance to hit" scores. In the advanced rules, the "Hit location and injury chart" is used. Only those shots that successfully strike Tom and then rolled for the Head, Right Shoulder, Right Arm, and Right Hand will influence the character. All others will miss completely even if a successful strike is made. The Penetration options can be used from page 58 of the rule book if Tom, as the player character, makes attempts at moving out of cover.

In the event that Maria, Bernie, and Lefty are used as NPC's, consider; in the first round of shots from Tom, the referee simply uses his Agility Score for the percentage needed to hit. From then on, the referee must determine what all three of the NPC's are doing. Perhaps in the second round, Maria ducks into the car, making her a -30 to hit. Bernie begins running around Tom's car while reaching for his gun, making him a "Running target" and a -20 to hit. Lefty drops behind the partial cover of the car, making him a -20 to hit. All of these are subtracted from the Agility Scores. In the next few rounds of battle, some or all of the three will fall under the "Hit location and injury chart" if struck

There are many ways to extend this scene into other aspects of the GANGBUSTERS™ game rules. They could drive off in a car, necessitating a car chase of some length; weapons could be made available to Tom or the group from cars in the area; police and other criminals could easily be brought into the action, all of which could make for a very enjoyable 30 to 60 minutes.

NOTES FOR THE DUNGEON MASTER

by Frank Mentzer

We're being lazy with our monsters and treasures. The party opens the door, sees a few iron golems, chops them up with their +5 weapons, and gets an Artifact for treasure. Say *what?*

Dungeon Masters, you're not using strategy. You're not using your brains. Suppose they open that same door and see an empty room, go in, and get surprised (pre-set by the DM) by a pack of carrion crawlers hanging from the walls and ceilings, for a total of +8 or so to hit vs AC Rear? Ever see what the player of a 20th level paladin looks like when he's got to make 40 saving throws vs. paralysis before doing *anything*? (And a roll of 1 always fails...)

What does the 30th level mage do after the Lich the party is looking for has found them first, teleported in nearby (invisibly), cast a *time stop*, and stolen all the spell components (including holy symbols), just for a good laugh? Or when the fighters give all their weapons (vorpal, sharpness, holy, etc.) away to a Nilbog, without even a saving throw for consolation?

Caution: don't pull this stuff on low-level parties or novice players. But there's plenty that a good DM can do to keep those lordly super-characters in line, just with preset situations and tactical encounters, without getting into unfair "ZAP because I don't like you" situations.

Some folks complain about lairs without good treasures. Well, you can (and should) adjust rolls if the play is good enough to have earned some goddies, or if you really want to insert a nice item into the game. But the treasures are carefully balanced to fit the rest of the system; if you give away outrageous things, be prepared for outrageous use of them.

What if a player says that his character "invents" something — like a tank? I'd tell him "your character wouldn't think of that". Remember the cultural setting; there are lots of things that are obvious to us, now that we've got technology and science and all that finely developed knowledge to go on. But the medieval adventurer doesn't have those concepts to build on, and therefore couldn't even think of that elementary way (for US) of putting a couple of routine items together to get a blockbuster.

Leonardo Da Vinci invented lots of stuff, sure. But that's literally one genius in a million (or less); even a 20 intelligence doesn't necessarily have creativity. (Ever use a computer?) And, although he sure came close, even Leonardo couldn't figure out how to build a hang glider.

Fighting fire with fire

If your player characters are burning every monster in sight with flasks of oil, send a group of orcs or hobgoblins at them that do the same thing. They could have stolen a few dozen barrels of oil from a merchant party (a plausible enough occurrence), and then set up all kinds of traps based on it. Note that oil does 3d6 per flask (spread out over 2 rounds), and that one small barrel probably contains dozens of flasks of oil.

Once when I was feeling exceptionally nasty, a group of characters went into a very hot dungeon area hunting salamanders and whatnot. No problem, they thought, putting *resist fire* on everyone; but alas, as they were approaching the hottest area, their map went up in flames. (Read the spell description carefully.) I just reached over and took the players' map away — the one with 100+ rooms that they'd been mapping for 12 adventures or so. (I relented later under the argument that more than one character was mapping, including some that didn't go on that particular trip. But the victims had to find their way out, first....)

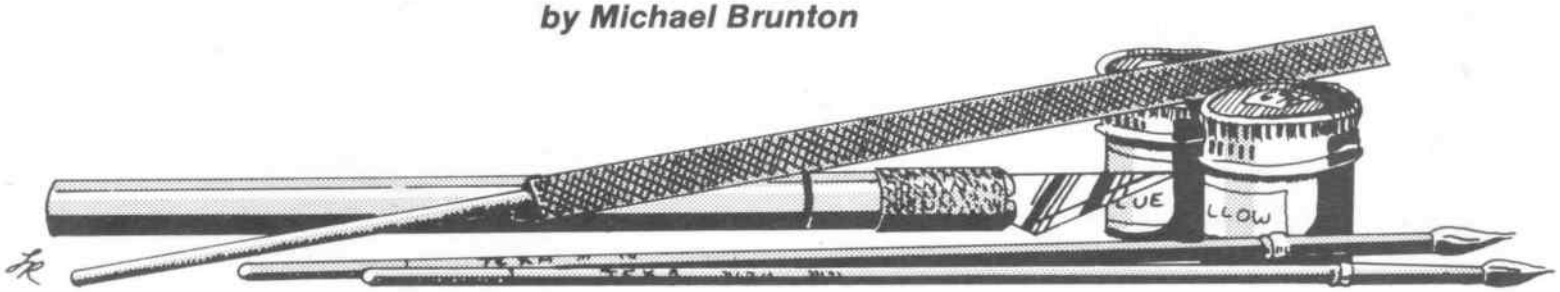
Don't look now, but . . .

Most folks don't know good strategy. If you throw a few creatures at them that "break morale" and turn and run, party members will probably pursue, with their toughest characters in front. Then hit them from behind with the *real* problem.

Or, at a "T" intersection, attack from both sides. If they split up to counterattack, have a tougher force move in from behind; it'll probably catch their wimps (mage, thief) right at the intersection.

Figure Painting

by Michael Brunton



This article concludes our series (see issues #3 and #5), reprinted with permission from the D&D™ Players Association News.

Painting the rest of the figure

Now that the flesh is done, you can carry on with the rest of the figure.

It is best to block in the lighter areas of colour first, all the whites, buffs and pale colours and work on the darker tones after you have finished with the light ones entirely. Try to apply the colours in continuous smooth strokes. Painting small patches of colour, or working with too small a brush roughens the surface and prevents a smooth finished product.

When you have blocked in a major area, it is time to bring it to life by shading. This means emphasizing the shadows and highlights that occur to prevent the figure looking flat. Look at the area you have painted, and see where the shadows naturally fall when the light source is above the figure. This is where the painted shadows are going to occur. Mix a darker shade of the base colour and apply it to the depressions in each crease, blending it with an almost dry brush into the base colour. Now make up a lighter mix of the base shade and apply that to the upper side of the crest of each crease, again blending this into the base colour with an almost dry brush. If your first results at this dishearten you, remember that the more practice you have the better you will get.

Whites have to be handled in a slightly different manner. Treat them as very pale greys and paint them accordingly. However, by using colours other than black to produce these shades a whole range of "greys" and "whites" can be produced. Ochre gives a linen or wool effect, depending on what is introduced with it; umber produces a dull dusty look on its own, and with a touch of ultramarine gives a range of very interesting tones. Using reds and greens produces a pure fantasy effect which can be very attractive if not overdone. All of these off-whites can be highlighted with pure white, but for the very highest of the highlights add a tiny touch of blue. It isn't only washing powders that seem whiter with a blue-white.

Throughout this article I have talked about "lighter" and "darker" shades of a base colour — but how are these arrived at? In most cases the answer is very simple: "lighter" means adding some white and "darker" means adding some complementary colour (not black, which just makes the colours look murkier, and is too emphatic to be used on a 25mm figure anyway). Darker shades can be achieved by adding small amounts of umber and ultramarine to any particular colour, some blue into reds or a small amount of red into a blue. The only range of tones where the general rule about lighter shades breaks down are the reds. Add white to any red and a cold pink will be the result. Yellow and oranges (including yellow ochre) have to be used.

Metallics, as has been mentioned before, should be left until last really. Rather than painting a metallic straight from the tin and then varnishing it, it is far better to shade them. Metallics shade by adding non-metallic colours to them. Browns shade gold, and blacks and blues shade silver, converting it to steel. Of course, with fantasy figures there is no reason why reds, greens, purples and sky blue should not be used.

Many of the best effects with metallics can be obtained by dry brushing. Umber paint should be applied to all those areas destined to be gold on the finished product, and then the gold paint dry brushed on. By doing the same thing with a red/orange/brown mixture with a finishing dry brush of a steel colour, rusty armour is created before your very eyes.

Finishing

Once you think that the figure is finished, look at it very carefully, as the chances are that you have missed something, some little spot that you didn't quite reach. When you do find something you have missed, touch it in with the relevant colour. There is always the "brute force" approach of giving the figure a wash, a very thin wash of dark grey or umber to cover any little patches of undercoat that are showing.

When you finish painting, put the figure to one side and leave it to dry completely. If you have finished the painting session, go and wash your brushes now, before you forget. Do not try to force-dry the figure in any way, either actively with a hair drier or passively by leaving it over a radiator, as this will probably cause the paint surface to crack up.

When the figure is dry, varnish it. This will give the paint surface a much longer life, although eventually, if you handle the figure a lot, it will show the ravages of time. Always use a matt varnish, and let it dry completely. If you don't let it dry, your figure will be permanently identifiable as yours because of finger and thumb prints! *(Testor's DullCote Spray may also be used. — Ed.)*

Always use a matt varnish. If you don't let it dry, your figure will be permanently identifiable as yours because of finger and thumb prints.

You can add bits and pieces to the groundwork — broken swords, skulls, axes, etc., which can be obtained from a number of manufacturers.

Now that the figure is at this stage, it's just about ready for use: you can either paint the cast base a neutral colour and varnish it, and when dry take the figure off its painting handle and use it, or you can mount it on an extra base. If you choose the second course (which is neater and gives the figure a measure of protection by providing a "handle"), then you should glue the figure to a piece of rigid material which is large enough to provide a stable stand, but not too large. I have found that a square of thin balsa wood, plastic card, or thin plywood of about ¾" x ¾" is just about ideal for most figures. Glue the figure firmly down.

The creation of the groundwork is the next stage. Almost any good quality filler will do the job. *(WOODLAND SCENES offer a good range of products. — Ed.)* Lay the particular material you are using onto the base round the casting and over the casting to the edge of any shoes, cloaks, etc. There are basically two finishes which can be produced: a rough-cast finish, which generally involves pricking and prodding the surface into shape; or a dungeon floor style finish which involves scribing a flagstone pattern into the filler with the tip of a craft knife. You can also add bits and pieces to the groundwork at this stage — broken swords, skulls, axes, etc., which can be obtained from a number of manufacturers. When the filler is dry, paint it with whatever dark colours you want to use. There is no real need to varnish it, as the paint will soak into the filler.

That, then, is it for this time. Any comments or questions will be welcomed.

Photo at right:
Voltigeur
15th Legere
1804-1813

Painted by Jeff Perren
Photography by P. Murray Palmer

Special FLOQUIL POLLY-S offer

If you have ever wondered what a specific paint color looked like when it was dry, you can stop wondering. FLOQUIL-POLLY S COLOR Corporation has made five paint chip color charts available covering their entire line of paints. Unlike other paint chip charts that are only printed to show a *representation* of the specific color, the FLOQUIL-POLLY S chip charts are actual paint chips: they are the actual colors. The RPGA™ Network would like to extend a special offer price of 50¢ per chart (the number of chips varies on each type of chart) to our members on these paint charts from FLOQUIL-POLLY S. Any RPGA Network member can order one or all five of the charts by following a few simple instructions. This offer is only available to RPGA Network members; please note that you are a member (include your membership number) on your letter to FLOQUIL-POLLY S.

The first two charts listed below are their line of solvent based paints, and the other three are their line of acrylics (water based) paints. The two cannot be intermixed, but between them you can create some really great color schemes for your miniatures.

One further note of explanation: while there is one chart specifically listed as Model Railroad Colors, do not be misled into believing that these colors cannot be used on miniatures. Quite the opposite. They offer some very nice colors that have been used on some of the winning entries in painting contests.

FLOQUIL Model Railroad Colors: Item #A240; 86 chips

FLOQUIL Military Miniatures Colors: Item #A242; 37 chips

POLLY-S General Colors: Item #A244; 52 chips

POLLY-S Camoflage Colors: Item #A246; 84 chips

POLLY-S AD&D™ Colors: Item #A247; 69 chips

Order directly from FLOQUIL-POLLY S COLOR Corporation, RTE 30 North, Amsterdam, NY 12010. Send the appropriate amount, plus (and this is important) a #10 Self Addressed Stamped Envelope (SASE with 40¢ postage). FLOQUIL will send you the chart (s) you request, plus information on the entire line. Again, please note that you are an RPGA Network member, and don't forget the SASE.

NERD'S QUEST

"What is it, Riega?" The old sage glanced through his filthy spectacles at the youth, "This, Lad, son of Watt, is the last Faerie Stone in existence. Note its delicate weight and structure — very fragile, young man. Up until 2 months ago there were three of its kind, but now only this lone survivor exists.

"They were in the keeping of our own Baron Bascali when he decided to offer one to the High King for his annual tribute. But the party escorting the stone was attacked while crossing the River Styx by innumerable monsters. The only survivors swear that a huge Crayfish crawled aboard their vessel, scooped the stone into its maw, and crunched it down. Immediately all violence stopped and the monsters departed.

"The second stone, along with its armed escort, was broken on Bone Bridge. That ancient span of Giant's bones seemed to come alive, forming huge skeletal claws that crushed all within. Again, the aggression ceased upon the stone's demise. And now the last Faerie Stone must arrive, by the morrow's eve, at the royal palace or the High King shall lash out against our Baron. That is why we carry it ourselves. For who is the Baron to turn to, after arms and spells fail, but his learned librarian, Riega Nerd and his assistant, Lad, Son of Watt."

"But Riega," the youth pleaded, "the only way we could make it to the King's palace by that time is to cross Marsh March! No one goes through that bog, infested with Water Weirds as it is."

The creaking tomekeeper wheezed, turned back to his books and scrolls, and muttered, "Exactly! And if my Librams have recorded the truth, 'tis the safest place to be."

. . . . .

Standing on the "King's drawbridge" the following dusk, Nerd and Lad turned to watch the waving Water Weirds retreat into their swampy lairs.

The boy shook his head. "That was weird..." The gaunt scrollmaster groaned his dismay at the apparent pun. "Really Riega, a whole day of those dripping beasties popping up around us — only to watch and wave. How'd you do it, I thought those things were deadly?"

"Oh, they are, boy, they are! But old tomes never lie. And one of the oldest says, 'Styx and Bones may break your Stones, but Weirds will never hurt you!'." And with that, Nerd strolled across the drawbridge.

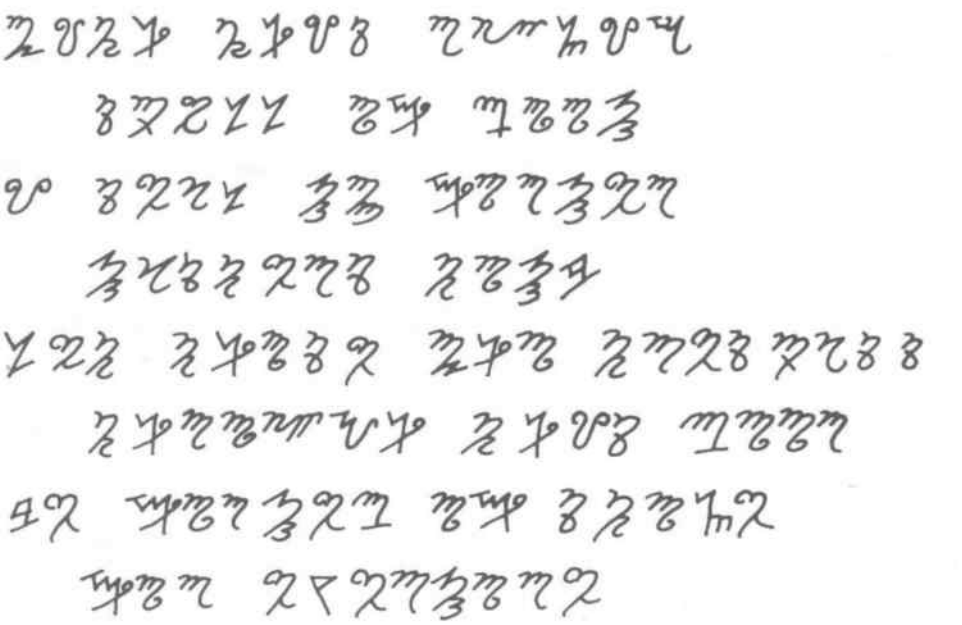
RUNE SCRY

Listed to the left are the runes a party found encircling a doorway in a dungeon. It is known to have been placed there by Diln Amekast, an eldrich wizard of great power and knowledge.

It is in English, although the symbols are mostly in Ancient Theban. To translate, simply try to find the key of letters.

For instance, the runic symbol ⟒ is actually the English letter "U." Now you have 2 spaces filled, one in the end of the first line, the other in the sixth line.

It takes time and experimenting. Remember, they were hand written so they may vary slightly from one rune to another. Work fast, there's something behind you in the corridor and you must decide whether to go through the door or turn and face it.



This column serves as a forum for discussion of misunderstood or misused AD&D™ spells. Please send questions or suggestions to "Spelling Bee," Editor, POLYHEDRON™ Newszine.

by Frank Mentzer

Components can be one of the DM's primary controls on magic use.

Consider; without his bags full of goodies, that wizard is just so much whiz, and without his holy symbol and some other paraphenalia, the high priest is just... well, just another fighter.

Some of the most successful campaigns I've even seen involve a close watch on components. The DM can create whole adventures for parties to go looking for the rarest items.

Before I get going, here's one Official Note: unless specified otherwise, with the exception of holy/unholy symbols, *all components vanish when the spell casting is completed.*

And a note on Diamonds: according to the DMG (pgs. 25-26), a diamond is worth 1,000 gp *minimum*. Okay, you usually don't use it all, just some of it, powdered. But a gem of that value appears only 10% of the time; check the "base Value" chart for gemstones. It is not a common treasure; even if that value is rolled, the DM could choose or roll to see which of the 14 listed types appears; only one of them is diamond. (One in 14 can be determined with 1d8 and a "high-low" die, rerolling if an 8 comes up.

The same applies to the other rare, huge gem types, like Emerald, Ruby, and so forth. The campaign world might contain a mine where dwarves or gnomes have struck a lode of valuable stones. But this could then require a long trek to the demi-human excavations, negotiations with the powerful owners (who overcharge, of course, when selling to adventurous types with expensive weapons and armor), and so on.

Clerical spells

A drop of mercury is needed for a *resist fire*; when's the last time you found a drop of mercury on the sidewalk or in a field? That's only available from an AD&D city alchemist or something, and for a price. (DM's discretion on all of this; note that a city could support such a strange occupation, but a small town? Certainly not!)

Every *glyph of warding* of 5' x 10' or larger uses some powdered diamond. A *locate object* calls for a lodestone; while not of a specified frequency, that item could be added to the Ornamental or Semi-Precious gem charts as a randomly found item. Those forked metal rods (tuning forks, I call them) for a *plane shift* must be expensive and rare, occasionally found as treasures. And don't forget the lowly piece of iron needed for a *hold person*; the local smithy probably sells specially prepared pieces to the clerics, at incredible markup.

Magic-user spells

My wizard Felonius, like all magic-users, has a rough time of it. He doesn't want dirty, common items; he needs good stuff for good spells. The alchemist appears, again making a handsome profit on little bags of guaranteed pure powdered metals, rose petals, and so forth

Of course, he could buy the raw materials and powder them himself; this takes time, and he misses a few great adventures while getting his stuff together...

He needs a live cricket or spider or carp for some spells. Where does your mage keep them while traveling? Oh, yeah?

He uses up an eyelash and some gum arabic for each *invisibility*. Know what eyelashes cost? Neither do I, but mine sure don't grow very fast.

While carrying around some skunk cabbage or rotten eggs (for *stinking cloud* and *cloudkill*), Felonius is not a very popular guy. The rank smell may even tip off the monsters his party is approaching, negating the chance of surprise.

That's a fragile (and expensive) glass or crystal rod being used for that *lightning bolt*. Probably almost as expensive as the little glass or crystal cones for *cone of cold*.

Those little ivory and ebony dogs for a *repulsion* spell are sure nicely carved . Alchemist, how much are those doggies in the window? *What?* You *toad!*

So, the DM can't control magic-users by doling out only those spells desirable to the campaign, but he can maintain control through components. Don't strangle them with this, but use it constructively; it can add a lot of spice to any campaign.

A GANGBUSTERS™ Game Feature

Getting started in the GANGBUSTERS™ game

by Mark Acres

The GANGBUSTERS™ game, the new 1920's role playing adventure game from TSR, is taking off just as its name implies. The game features a simple system designed for playability above all else. In fact, the system is so simple that an enormous amount of action can be packed into a single gaming session.

Characters generate percentile score for Muscle, Agility, Observation, and Luck. Agility is used for shooting, punching and resolution of difficult movement. Muscle determines a character's punching score and contributes to his/her hit points. Observation helps characters avoid surprise and spot unusual or hidden clues, while Luck is a character's ability to miraculously avoid certain death. Each character also has a Driving Score, the average of Agility and Observation, which allows him or her a percentage chance to do outrageous things with a car or truck, and a Presence score which modifies NPC reactions.

In the game, players have a wide choice of careers: there are three types of law enforcement careers to choose from, as well as careers in newspaper reporting, private investigations, and yes, crime.

Action in the game tends to be fast and frequently fatal for player characters who ignore the advantages of fistfights over gunfights, and running behind cover when the shooting starts! Hit points range from a minimum of 11 to a maximum of 25. A single burst from a Thompson submachine gun could do as much as 20 points of damage to a character, and the unlucky would almost certainly die in such a hail of fire.

Short scenarios, which are fast paced, exciting and sometimes zany fun can be played in as little as half an hour. In that short amount of playing time some characters have managed to rob a bank, participate in a car chase, have shoot-outs with the police, and get to a doctor for some very necessary healing.

Even more exciting, however, is campaign play of GANGBUSTERS™ role playing game. The game literally brings to life a city of the 1920's or 1930's.

What makes campaign play particularly fun is the fact that characters are not confined to any one setting as they are in some other role playing games. Characters are not "down in the dungeon" with only four corridors to choose from; they are loose in the city, with an entire world waiting for their arrival! Furthermore, characters in even a small campaign do not necessarily know one another at first; each character is free to pursue his own interests.

Here are some tips for beginning players and game judges to help them get started in their own GANGBUSTERS™ campaigns.

Law enforcement characters: Each of the three types of law enforcement characters have a unique set of problems and opportunities. Prohibition Agents, dedicated to enforcing the Volstead Act against the manufacture and sale of alcoholic beverages have to deal with a very thirsty public, which makes bootleggers rich. Rich bootleggers can buy political protection. Political protection means that the most dedicated Prohibition Agent can have his plans thwarted, sometimes by his own crooked superiors! A very dedicated agent can, however, make a big difference in the campaign city, ruining the best laid plans of the crime lords and drying up their sources of income and thus political support.

Most law enforcement characters, however, begin as beat cops. If your campaign has a good judge, the role of a beat cop can be one of the most exciting and enviable in the game. Within those few city blocks lurk a large number of unsolved crimes and seedy criminals. There are also literally hundreds of NPC business owners, residents, and honest citizens, all of whom are more than likely willing to help you in one way or another. A smart beat cop player would cultivate and use these NPC's to his best advantage, and would in a fairly short period of time build a "tough" reputation for himself. A good job here means recognition, promotion, and chances for even more adventure.

Reporters: In playtest campaigns, reporters have had the funniest, and in some ways most fun adventures. The reporter's goal is to get the story, any story, by almost any means he or she can. It is not unusual for reporters to impersonate police officers, lawyers, landlords, and almost anyone else to be involved on the scene of crimes, clicking away with their cameras while dodging bullets, and pestering politicians.

To play a good reporter, the player must cultivate sources of information. It is very important for a reporter to make good use of cronies, those lifelong friends who have jobs in mundane places, but who often get good leads and information on what's happening on the streets of the city.

Private investigators: Private investigators like to work alone or in small teams, and a good campaign can be run with only a few players if some are PI's and some are reporters or law enforcement officers. PI's walk a tightrope between the law and the criminal element; to get their jobs done and done right, they often need close contact with both the underworld and its enemies.

If you are the type of player who likes to use your head as well as your trigger finger, you should give serious thought to being a PI. A good campaign judge will give you baffling cases which will require all your mental as well as physical prowess to solve. For example, in a recent playtest campaign, two PI's were hired by two different people to find the same item of stolen jewelry. It took the PI's about two days (and two attempts on their lives) for them to realize they had been hired by competing criminal syndicates who were involved in a deadly gang war. Then they had to figure out how to avoid being walking targets while they pieced together what was really happening!

Reporters would make good use of cronies and other NPC's who may be valuable sources of information.

Criminals: At some time or other, almost every player will want to try a criminal character. Criminals can have some exciting adventures, but only the most shrewd and lucky will survive past first level and make it to the upper levels of the underworld.

Your AD&D™ game questions will receive Official Answers in this column. Send questions to "Dispel Confusion," POB 509, Lake Geneva, WI 53147

DISPEL CONFUSION

by Frank Mentzer

Q: What happens if you *haste* someone who's already *hasted*?
A: Nothing. As it states in the spell description, "affected creatures function at double their normal movement and attack rates." That's double normal, not double their current movement and attack rates.

Note that the *slow* spell is phrased differently, and applies to the current situation; thus, a *slowed* gargoyle would attack twice per round, but only once if double-*slowed*. But the most you can *haste* it up to is double attacks, i.e. 8 per round.

Q: During a long wilderness adventure, my 1st level Bard accumulated 20,000 experience points. Can he spend a long time in college and leave as a 5th level Bard?
A: Of course not. The DMG (pg. 86) clearly states that you can't. You actually acquired 4,000 XP, not 20,000; those in excess of 4,000 (the maximum for 2nd level) are ignored. Sorry!

Q: How do you combine a fighter's multiple attacks per round with a weapon that gets more than one attack per round?
A: You don't! Only missile weapons have multiple attacks, and the "Attacks per Round" table (PH pg. 25) says "With any thrusting or striking weapon" — not missile weapons.

Note that the rule at the bottom of the same page, referring to the "one attack per level" rule for fighting creatures with less than one Hit Die, replaces the 3/2 or 2/1 attack rule; they do not combine to give 1 1/2 or 2 attacks per level.

Special cases may arise if the relative speed factors allow a weapon to be used more than the given rate (DMG pg. 66); again, this multiple-strike rule supercedes the others.

Q: Is "Sage Advice" in DRAGON™ magazine Official?
A: At this point, no. It gives good guidelines to solving some problems, but does not contain Official Answers to your questions; this column is the only Official source. (Another good reason for being an RPGA™ Network member.)

Q: When a character has one ability score low enough to be "forced" into a class, what happens if the character's other scores are not high enough to qualify for that class?
A: The character must be discarded, and another one rolled up. For example, a character with a 5 Strength and an 8 Intelligence "can only be a magic-user" (PH pg. 9), but a magic-user "must have an intelligence of no less than 9" (pg. 25). He doesn't, so he can't be anything but an NPC wimp.

Though this is rare, it can happen, especially using the original "3 dice 6 times" method for character generation in D&D® games — which, please note, is not part of the AD&D system! We recommend Method #1 given in the DMG (pg. 11) though all of the four given therein are quite acceptable. *Don't mix the game systems. They are different games.*

Q: My 18th level Paladin just went through module Q-1. Where should he go now?
A: First of all, one *unholy word* from Lolth could have blown your Paladin right off the plane. But as to your question, you'd better talk with your DM, and see if you should retire the character for the sake of the campaign. A skilled DM with spare time (a tough combination to find) may create some adventures for very high level characters, but they are few and far between, and usually involve world-shaking or other-planar disasters, quests, and so forth.

THE KNIGHT ERROR
HOLD STRANGER!! NONE MAY PASS, SAVE BY A CONTEST OF ARMS WITH ME, HUNNELÖTH !!
HERE I AWAIT, SEEKING GLORY IN BATTLE....
... WHAT I HAVE TO DO TO FEED HIS EGO...
OH REALLY?
PAT!
... EXCEPT FOR WIZARDS, OF COURSE...
MUCH OBLIGED.

NOTES FROM HQ

by Kim Eastland

Kimber Eastland, new RPGA™ Network Coordinator, gives his first State of the Association Address.

Greetings from the RPGA™ Network HQ! First, let me introduce myself to you. My name is Kim Eastland and I am the new Coordinator of the RPGA™ Network. Why, you may ask, has there been a transfer of "the helm"? To begin with, there has been a restructuring of positions (for instance, there is no more "President" position, just Coordinator) resulting in one overall "head" of the department. There was also the need for Frank Mentzer to devote more time to developing the DUNGEONS & DRAGONS® Fantasy Adventure gaming system. Thus, it was decided that a new Coordinator was needed to free Frank for the things he does best.

After various people were considered, the "powers that be" settled on me for, I believe, a number of reasons — a decade of gaming, 2 years in the toy retail business, a year as PR person for Grenadier™ Models Figure Co., and a great fondness for communicating with gamers. I am to *coordinate* all aspects of the RPGA™ Network; the general direction of The POLYHEDRON™ Newszine and RPGA™ Network Modules (Mary Kirchoff's department), and all merchandise available to our members (Bill Hoyer's department), in addition to Research and Development of new products. So, if you have a comment to make or question to be answered, please feel free to write any one of us. More on that in a bit!

Let's talk about merchandise for a minute. The policy regarding "exclusivity" is being altered slightly. Instead of the RPGA™ Network "R" Modules being offered to members only forever and ever, they will be released to our members exclusively for about six months — more than enough time to purchase one and be the first in your group to run the adventure — then they'll be available to the public at a higher cost. Membership will give "early release" on some items and guarantee a discount *and* provide the ROLE PLAYING GAME ASSOCIATION™ Network with greater working capital. This will allow us to fund more projects and merchandise to offer to you.

Third, in case you're thinking about writing to us, here's a brief guideline for you.

A. Write or print clearly and in pen or ink. We can't answer what we can't read.

B. It is best to address questions to an individual in charge of that area.

C. Any article or artwork usually must be free to appear in The POLYHEDRON™ Newszine, and must be accompanied by a signed release form in order for us to print it. Please write to us first requesting a release form, and we will be happy to send one to you.

D. We cannot promise to answer everything we receive in the form of questions, comments, etc., quite simply because of the sheer volume of mail received from you. It will help if you enclose a self addressed stamped envelope (SASE) with your letter. That will cut down on our cost and time, and thus expediate our replies.

E. Please don't send any new monsters, spells, etc. to us. We are not a gaming aid publication (such as DRAGON™ Magazine, the best in the industry), but a means of communicating the average gamer's problems and ideas. We will not receive any "variants" on weapons, range, etc. of any established gaming system, but will return them immediately.

F. Address: POB 509, Lake Geneva, WI 53147

G. All artwork should be submitted in black and white ink only, on heavy stock paper (not tracing paper), and should be completely original in nature. Don't rip anyone else off! We cannot guarantee that we will use the artwork, and can only return it if you enclose a SASE with it.

Let's spell out what the RPGA Network is about. "Role playing gamers" are the folks that comprise our association, and consequently we aim to please them

In past issues of POLYHEDRON Newszine we've discussed the possibility of touching on other products. TSR Hobbies, Inc., runs and funds this organization. After years in the "biz" I am convinced that not only are they the frontrunners in Role Playing Games, but are one of the only companies that really has an interest in the people who game. Their scholarships, inexpensive gaming conventions, and the very existence of the RPGA Network further shows that while other various games "flash-in-the-pan" for a flurry of brief excitement, nothing else compares to the DUNGEONS & DRAGONS® ADVANCED DUNGEONS & DRAGONS® TOP SECRET®, or GAMMA WORLD™ game systems (or the other fine role playing games by TSR). So why would we even bother with them?

"Network" is the second key to our organization. A net of interested, intelligent gamers who seek to communicate with others of the same interests and who have exclusive privileges by belonging to this organization (merchandise, a newsletter, etc.). Of course, all of this depends on you, the members, to work. Your interest and letters keep us going. Your word of mouth recommendation keeps us growing. And grow we shall, with more new products, modules, and benefits than ever before. Take care, and we'll talk again next issue.

Gift Catalog

a. *RPGA*™ NETWORK MINI-TOTE BAG
These light brown, poly-vinyl suede tote bags measure 5"×11", and are suitable for carrying your dice, mini-games, or what have you. They are monogrammed with the RPGA™ Logo, and have sturdy handles that make carrying easy.
PRICE: $4.00
POSTAGE: $.75

d. FIGHTING WHEEL GAMING AID
PRICE: $4.50
POSTAGES: $.50

e. *TSR*™ BELT BUCKLE
PRICE: $6.00
POSTAGE: $1.50

b. *RPGA*™ NETWORK BASEBALL CAPS
These one-size-fits-all caps are an ideal way to proclaim your membership in *the only official DUNGEONS & DRAGONS*™ *club.* They are available in a wide variety of colors: red, blue, green, yellow and black.
PRICE: $4.00
POSTAGE: $.50

f. *RPGA*™ NETWORK BELT BUCKLE
PRICE: $6.00
POSTAGE: $1.50

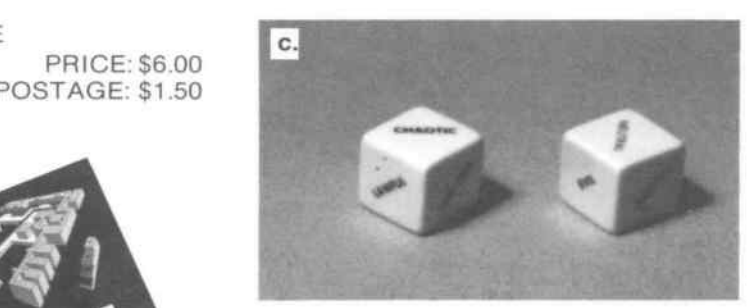
c. *RPGA*™ NETWORK ALIGNMENT GENERATORS
A pair of six-sided dice that aid you in determining the alignment of humans or humanoids with variable alignments. Can also be used to determine the reactions of encountered creatures to your characters.
PRICE: $1.25
POSTAGE: $.50

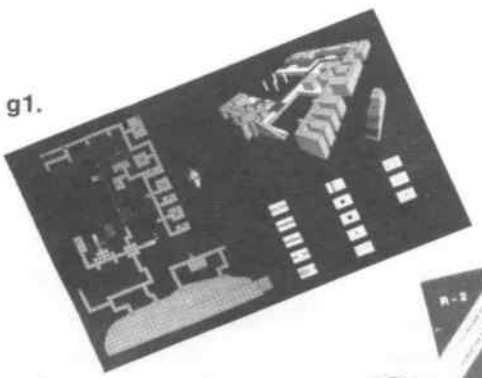
g. *RPGA*™ NETWORK MODULES
g1. R-1 Maps
g2. R-2 Maps

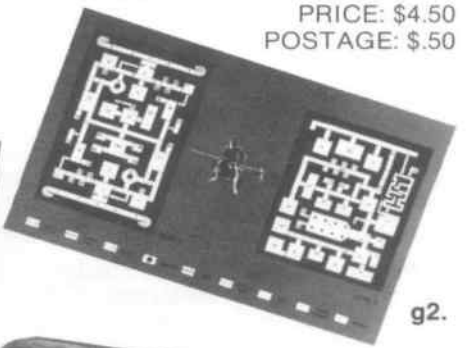
R-1: TO THE AID OF FALX
PRICE: $3.50
POSTAGE: $.50

R-2: THE INVESTIGATION OF HYDELL
PRICE: $4.50
POSTAGE: $.50

R-3: THE EGG OF THE PHOENIX
PRICE: $4.50
POSTAGE: $.50







The POLYHEDRON is proud to announce a ROLE PLAYING GAME ASSOCIATION™ Membership Drive!

The ROLE PLAYING GAME ASSOCIATION™ Network (The ONLY Official DUNGEONS & DRAGONS® Club) is sponsoring a super-duper 9 month Membership Drive, to start at GEN CON® Game Convention on August 19th, 1982. Each and every member can participate. It works very simply: when HQ receives a new application for membership, **not a renewal**, *and* if that application has an existing member's number written on it, that existing member gets credit for recruiting 1 new RPGA™ Network member. We will keep electronic records of the recruiters and their totals. The competition runs through May, and all recruited applications postmarked after May 31, 1983 are ineligible.

Prizes will be awarded to EVERY member who recruits another! Prizes are cumulative (for 5 memberships, $5 in credits plus the special listed hereafter). Special prizes include:

1 Member: A full $1.00 credit towards ANY RPGA Network purchase. This maybe used for part of a Gift Catalog order, or saved towards a membership extension. Save them up, and get YEARS of free membership!

5 Members: One "RPGA Recruiter" button, AND one RPGA Tote Bag, with the RPGA symbol on the front. It's just the right size for pens, pencils, dice, and other gaming accessories.

10 Members: Your choice of ANY one of the "R" series of RPGA AD&D ™ modules, each one from a GEN CON® Tournament, and specifically designed with the players in mind.

20 Members: A UNIQUE offer — a T-shirt designed any way you want! Select ANY black & white art from ANY TSR product — including books, modules, or other accessories, from ANY TSR game — and we'll put it on a T-shirt JUST FOR YOU, along with your name, club, or just about anything else you want to say.

50 Members: A handsome wood and metal plaque, the same type as we give to tournament winners, PLUS a super special prize never before available: YOUR FAVORITE CHARACTER, from any game you wish will be illustrated by a professional TSR staff artist in **full color!** We'll get all the details from you, including race, items owned, colors worn, and so forth. Just imagine what your gaming friends will say, with an ORGINAL ARTWORK of your favorite game character on your wall for all to see!

100 Members: For this incredible achievement, you will receive two incredible prizes: FIRST, an Original Collectors' Edition of the DUNGEONS & DRAGONS game, ***personally autographed*** by the author **E. Gary Gygax** (a very rare item), PLUS an RPGA ticket to ANY GEN CON® Game Convention you wish to attend! The RPGA Ticket covers ALL event fees, convention registration, admission into otherwise restricted seminars and events, PLUS VIP treatment for the whole weekend. Winners must supply their own transportation, food and lodging; we'll cover the rest!

The **TOP THREE** recruiters in the drive will receive very special awards. One very special AD&D™ game will be held at the GEN CON® XVI Game Convention. The Dungeon Master will be the Grand Master of Dragons himself, **E. Gary Gygax** — and YOU can be the players! The Dungeon used will be the Original, never-published, CASTLE GREYHAWK — the very birthplace of the DUNGEONS & DRAGONS® game!!

What if the top 3 winners can't afford to come? Well, the second part of these top prizes are:

FIRST PLACE:

An ALL-EXPENSE paid trip to GEN CON® XVI Game Convention, PLUS a seat at the GREYHAWK game.

SECOND AND THIRD PLACE:

An RPGA Deluxe Convention Pass! This valuable item will cover ALL EXPENSES except transportation to the GEN CON® XVI Game Convention you wish to attend, including meals, lodging, all event and convention fees, and Deluxe VIP treatment for the weekend, plus a seat at the GREYHAWK game.

All of these astounding prizes **WILL** be awarded. START RECRUITING NOW! Remember, you win both ways — for each and every new recruit, plus special prizes for 5, 10, 20, 50, and 100 recruits, and grand prizes for the top three recruiters for the year.

Winners assume all liability during travel to and participation at all GEN CON ® Game Conventions. Text for T-shirts subject to revision at the discretion of the RPGA Staff.

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